

GAME BOY GAME GEAR LYNX PC ENGINE GT

ISSUE 7 MAY 1992

HAND-HELD
GO!
VIDEO GAMES

FREE!!

**BIG MATCH
EXCLUSIVE!**
MANCHESTER UNITED EUROPE



**DAYS OF THUNDER
ALL ACTION SCOOP!**

**IN THIS ISSUE: GRADIUS! TURRICAN! SPIDERMAN! ADDAMS
FAMILY! ADVENTURE ISLAND! WORLD CLASS LEADERBOARD!**

THE WORLD'S ONLY HAND-HELD MAGAZINE

ONE: As Sonic
d of this zone he
o-face with three
, such as those
it the game. Wait
to arrive and start
balls from his
drops one quickly
r side of the bum-
ounds back and
Sonic doesn't
the balls, and re-
en a ball is left
s. Keep on knock-
k onto the Doctor
zone with ease!

glass tubes pro-
t times the tube
up together, as a
set of electric
the top of the

balls attempt to fly the side megaphone. They start at the
screen and slowly descend. Find the widest gap between the balls
and, when they fall, jump upwards so as not to hit them. Keep doing
this to complete the game and see Sonic rush to join his pals!

Middleton Road
Hartlepool Docks
Cleveland
TS24 0RA
Tel: 0429 869459 / 231703
Fax 0429 862028
Open 9.00am till 7.00pm
& All Day Saturday

(All Games are of Japanese Origin
Unless Otherwise Stated)

Mega Drive Games

Alisa Dragon	£36.95
Aero Blasters	£27.95
Alien Storm	£21.95
Airbride	£24.95
California Games	USA £32.95
Dark Castles	£26.95
Decapattack	USA £35.95
Devils Crash	£31.95
E.A. Ice Hockey	£28.95
F1 Circuit	USA £31.95
Fantasia	£24.95
Fighting Masters	£31.95
Fastest One (SCART Only)	£24.95
Gaiges	£22.95
Gynoug	£24.95
Golden Axe II	£27.95
HELLfire	£22.95
Jewel Master	£27.95
James Pond (Robocod)	USA £29.95
John Maddens '92	USA £34.95
Master of Weapon	£27.95
Mario Lemieux Hockey	USA £34.95
Marble Madness	£27.95
Marvel Land	£21.95
M.E.R.C.S. / Commando II	£29.95
Mickey Mouse 1	£27.95
Monaco GP	£26.95
PGA Golf	£29.95
Pitfighter	£37.95
Quackshot (Donald Duck)	£26.95
Road Rash	£29.95
Saint Sealed	£26.95
Sonic The Hedgehog	£26.95
Super Shinobi	£24.95
Shadow Dancer	£21.95
Strider	£24.95
Splinterman	£26.95
Speedball 2 (SCART Only)	USA £34.95
Toe Jam & Earl	USA £37.95
The Immortal	USA £32.95
Undeadline	£36.95
Verity	£26.95
Winter Challenge	£36.95

New Releases

Terminator 2	April 7th	USA	£34.95
Bulls v Lakers		USA	£37.95
Jordan v Bird		USA	£34.95
Where's Carmen Sandiego?		USA	£39.95
Ys II	8meg Battery Backup	USA	£44.95
Chuck Rock	April 7th	USA	£44.95
Test Drive		ECAL	
Double Dragon	New Version	USA	£34.95
Super Shinobi II		May	ECAL
Lemmings		ECAL	
Super Off Road		USA	£33.95
Exile		USA	£44.95
Sportball Baseball		USA	£34.95
Wonderboy 5		PAL	USA £36.95
Devilish		USA	£36.95
Steel Empire			£36.95
Joe Montana 2			£37.95

SPECIALS

Blockout	£16.95
ESWAT	£16.95
Magical Hat	£16.95
Wonderboy III	£16.95
Crack Down	£18.95
DJ Boy	USA £18.95

Game Boy Games

Nemesis II	£19.95
Noboby II	£19.95
Castlevania II	£19.95
Metroid II	£17.95
Battalads	USA £21.95
Terminator II	USA £21.95
Mega Man II	USA £21.95
Pocket of Persia	USA £21.95

"Please Call For New Titles"

Export Enquiries Welcome

(Many Used Games & Consoles in Stock Please Call)

All Consoles Carry 12 Month Guarantee
All Handhelds Carry a 6 Month Guarantee



MEGA DRIVE TOP TEN

1. Desert Strike	USA £33.95
2. Battle Mania	USA £32.95
3. Two Crude Dudes	USA £33.95
4. Kld Chameleon	USA £36.50
5. TOKI	£24.95
6. Super Fantasy Zone	£32.95
7. John Maddens '92	USA £29.95
8. Techno World Cup '92	£29.95
9. Bare Knuckle	£29.95
10. Task Force Harrier EX	£37.95

Super Famcom Top 10

1. Super Contra	£42.95
2. WWF Wrestling	£42.95
3. Smash TV	USA £44.95
4. FT Exhaust Heat	£44.95
5. Rocketeer	£44.95
6. Super Off Road (USA)	USA £44.95
7. Lemmings	£44.95
8. Joe & Mac (USA)	USA £43.95
9. Super Ghoulis & Ghosts	£44.95
10. U.N. Squadron (Area 88)	£39.95

Game Gear Top 5

1. Alien Syndrome (April 10th)	£21.50
2. Sonic The Hedgehog	£21.50
3. Alister	£19.95
4. Space Harrier III	£19.95
5. Pengo	£13.95

MEGA CD ROM

(Works with jap Text Machines Only)

Mega CD Inc Any 1 Game	£329.95
------------------------	---------

Sol Faece	£ 38.95
Heavy Nova	£ 38.95
Earnest Evans	£ 39.95

* Samsung 14" R/C Scart *

Portable Colour Television

* £179.00 *

Super Scope Light Gun
For Super Famcom / SNES
Complete with 6 Games
£74.00

Consoles

Mega Drive (PAL or SCART) + PSU + Joypad

Mega Drive + 1 Game (Call For Title)

Mega Drive + Sonic + Either Magical Hat, ESWAT,

Blockout, Wonderboy III, TOKI

Game Boy + Batteries + 2 Player Lead + Telris

Super NES American Famcom (SCART)

+ 2 Pads & PSU, Mario 4,

Super Famcom / SNES Game Adapter

NEO-GEO (SCART) + Joystick + PSU (USA Version)

NEO-GEO + 1 Game

PC Engine GT + Batteries + Game

Please Add £10.00 Delivery For Consoles

(Next Day Courier Service)

£150 For Games & Accessories

\$400 Hand Held Consoles

(First Class Recorded Delivery)

Fully Computerised Stock Control & Dispatch



Super Famcom Games

John Maddens Football	USA £44.95
Pitfighter	USA £44.95
Adams Family	USA £44.95
Legend of the Mystical Ninja	USA £44.95
Marlo 4	£37.95
Pico Wings	USA £37.95
Grandia	USA £37.95
Sam City	USA £41.95
Sam City	£36.95
Home Alone	USA £44.95
Paper Mario	USA £44.95
Super Pro Wrestling	£42.95
Hyperion	£44.95
Formation Soccer	£44.95
Thunder Spirit	£47.95
Castlevania	USA or JAP £47.95
Super R-Type	£37.95
STG	£47.95
Kardion	£39.95
Battle 1/2	£44.95
Final Fight Gup	£44.95

Game Gear Games

Halley Wars	£21.50
Galaga '91	£21.50
Put & Putter Golf	£20.95
Mickey Mouse	£19.95
GG Shinobi	£19.50
Magical Guy	£21.50
Donald Duck	£21.50
Chase HC	£21.95

R.C. Engine Games

R-Type	£24.95
Jackie Chan	£32.95
Twins Bee (New)	£37.95
Parodius (Best PC Engine Game)	£47.95
Ninja Golden	£36.50
Taisen Chourin Legend	£36.50
Salamander	£26.95

Call For New Used Titles

Hang in Stock

NEO-GEO Games

Super Eight Man	£109.95
Super Eight Man	£109.95
Fatal Fury	£119.95
Kick the Monsters	£103.95
Robot	£109.95
Soccer Bowl	£114.95
2020 Baseball	£109.95
Ninja Combat	£76.95
Nam '75	£59.95
Magician Lord	£89.95
Cyber	£89.95
Sengoku War Dynasty	£94.95
Football Frenzy	£119.95
Burning Fight	£109.95
Mutation Nation	April
Last Resort	April

Accessories

NEO-GEO Joystick	£40.95
Academy Power Stick	£28.95
SCRT Turbo & Sho Mo Pad (MD)	£13.95
XE-H (New Version)	£23.95
NEO Joystick (Famcom)	£59.95
3 in 1 Power Stick (Infra Red Remote)	£39.95
Fits PC Engine, NES, Master, MD	£13.95
PSU for Famcom, Game Gear, MD	£ 8.95
Japanese Converter	£ 7.95
Game Gear Magnifier	£13.95
Game Boy Cover / Case	£ 8.95
Rechargeable Power Pack	£31.95
For Game Gear / Engine GT	£13.95
Stereo Amplified Speakers	£13.95
Famcom / SNES Converter	£19.95

£ 93.95

£114.95

£134.95

£64.95

£199.95

£279.95

£378.95

£229.95

Trade Enquiries Welcome

(Orders Placed Before 4PM Will Be Despatched The Same Day)

THE SON GAME GI

Here it is - the much published of a cheats and hints the most from the that there have versions of the game drive, and therefore find that some of work with your code that's the way the blues...

First up, the Levels that everybody's in the intro screen DOWN, LEFT and tinkle will tell you the right lines. Then I and START together the Levels Menu ever part of the game

SUPER S

On the intro screen 1. UP, DOWN, L 2. A, B, C, A, 3. UP, DOWN, L Instead of a score should change in and press C to move! While the slow motion and cause it can crash a Green Hill Zone!



HAND-HELD GO! VIDEO GAMES

Here we go with the biggest **GO!** in the history of Britain's only hand-held games mag - and it's still completely free! Not only is this month's **GO!** a stupendous 32 pages huge, it's physically bigger than ever before and still costs absolutely nothing at all!

This is the place you'll find all the news, reviews, previews and info you could possibly want to know about hand-helds, courtesy of the people who know best. And what do we ask for all this free fabness? Nothing. Not a jot. Not even half a jot or the smallest spot of a jot.

Quite how we manage to give away so much for nothing has become such a mystery that Inspector Morse and his pal Sergeant Lewis can't even work it out. Actually, the answer's very simple - we're nuts. Off our heads. Completely mad, round the twist and down the road whackeroony.

So before we wake up and realise we're giving away the greatest hand-held mag in the galaxy, sit back and enjoy all the hand-held action you could possibly want. This issue is packed full of so many goodies it's a wonder you can lift it - but just you wait until you see the next one! So get stuck in and remember to drop us a line with all your news, views, tips and gossip. There's a bundle of software up for grabs for the best, so get scribbling

TIM BOONE

CONTENTS

6 WORLD CLASS LEADERBOARD

One of the greatest golf games ever goes a few rounds on the Game Gear. Could this be the greatest hand-held sports game or will it leave you feeling below par? Check out that Exclusive **GO!** review!

8 ADVENTURE ISLAND

It's that lad again - Wonderboy pops up in thin disguise for more thrills and spills in this hot little Game Boy platform romp. **GO!** scoops the world yet again for another Exclusive review



12 TURRICAN

He was a hero on the 16-bit machines, and now Accolade have converted him onto your Game Boy. Can the little Nintendo do justice to this boy blaster? Check out that scoop **GO!** Review for the answer!

14 DAYS OF THUNDER

Neeeeaaaaww! Neeeeaaaaww! Tom Cruise and all hi hot racing pals get going on the Gameboy - but how does this 3D racer measure up? You'll just have to rush to our Exclusive Review and flippin' well find out!



18 ADDAMS FAMILY

Ooooh! Creepy laffs are the order of the day with Ocean's Game Boy license of the big film. Are you hard enough to stand the scary thrills 'n' spills in another scoop **GO!** Review? Get along to page 18 then!

19 ASTEROIDS

Crikey! It may be one of the oldest arcade games ever, but this Game Boy conversion of the coin-op classic is pretty bloomin' brilliant! **GO!** wades in with another Exclusive, so check it out!



20 CRYSTAL MINES II

Glistening fun and frolics are the order of the day in this Lynx laff. Do you have what it takes to play? We've got what it takes to grab the game for yet another Exclusive **GO!** Review!

21 AMAZING TATER

Fancy a bit of potato-related malarkey on your Game Boy? There's only one place you'll find it - inside yet another incredible Exclusive **GO!** Review! How do we do it, eh?



22 POPILS

This powerful little puzzler pops up on the Game Gear, so what do we do? We scratch our heads, think about it and grab the game for yet another Exclusive! How come this mag is still free?

EDITOR: Tim Boone ART EDITOR: Jenny Abbrook DEPUTY EDITOR: Paul Rand HI SCORER: Frank O'Connor AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor. PRINTED BY: Kingfisher Web COLOUR BY: Colourtch, London E2. **GO!** EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Don't believe the hype COPYRIGHT WARNING: Are you a good for nothing little thief who likes ripping off other people's ideas? Well, crawl back to your hole and never bother the publishing world again...

ONE: As Sonic id of this zone he o-face with three , such as those t the game. Wait to arrive and start balls from his drops one quickly r side of the bum- pounds back and Sonic doesn't the balls, and ren a ball is left s. Keep on knock- sk onto the Kock- zone with ease!

glass tubes pro- ght times the tube up together, as a set of electric

game attempts to try the one. The game starts at the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

MEGA- C PACK

(PACKAGE INCLUDES GAMEGEAR
MACHINES + SONIC GAME)
* ADD £7.00 P&P

GAMES GALORE
"THE PEOPLE WHO GIVE YOU MORE"
217 LONDON ROAD
APSLEY
HEMEL HEMPSTEAD
HERTS. HP3 9SE

0442 212313
4 LINES 
= ONLY £9.99

THE SON GAME GU

Here it is - the mc
yet published of a
cheats and hints
the most from the
that there have b
versions of the g
drive, and theref
find that some o
work with your c
that's the way the
bles...

First up, the Leve
that everybody s
the intro screen p
DOWN, LEFT an
tinkle will tell you
right lines. Then
and START toge
the Levels Menu
ever part of the g

SUPER S

On the intro scre
1. UP, DOWN, L
2. A, C, B, C, A
3. UP, DOWN, L
Instead of a scor
should change in
press C to cha
moves! While cha
slow motion and
cause it can cras
A and STAR
Green Hill Zone

GAMEBOY	
Machine No Game	54.99
With game of your choice	72.99
Tam's Pack	67.99
Megaphone	6.99
Lightbox	14.99
Gemlight	7.99
Amplifier	10.99
Carry All Case	14.99
Power Supply	7.99
Game Keeper	32.99
Gameboy Pouch	4.99
Pin Pouch	8.99
Play & Go Case	12.99
Hard Tate Case	9.99
Asatche Case	16.99
Protector Case	12.99
Screen Replacement	9.99
Hyperboy	39.99
One to Link Cables	30.99
Caddy Pack	11.99
Capacitor Adaptor	8.99

**ALL THE FOLLOWING GAMEBOY
GAMES ARE ONLY £15.99 EACH**
Altered Space, Atomic Rifle
Island, Asteroid, Atomic Punk, Boomers
Barnes, Battle Tanks, Burgerime, Bubble
Blast, Boomers II, Bubble, Bubble, B
Elkies Nascar Racing, Battle, Bove
Battle, Battle Zorch, Battle, Battle
Steel, Battle Tank II, Go Jackson, Bille
Teds Ato, Brain Benders, Bugs Buggy I &
2, Chase HC, Casters Palace, Castle
Versa II, Cozmo Tank, Castillon
Crownman Ninja, Crystal Chessmaster,
Chopper II, Crystal Quest, Cycle Grand
Prix, Double Dragon I & 2, Duck Tanks,
Darkman, Destruction Ops, Days of
Thunder, Dick Tracy, Double Outlets,
Dragons Lair, Elevator, Family Guy
Fennel Lion, Fish Duke, Fish of North Star,
Flash, Fortified Zone, Fortress of Fear,
Figgip, Gargoules Quest, Gargoules II,
Gargoules, Go Go Tank, Hammering
Harry, Hook, Hudson Hoper, Halls, H
Slakes, Home Alone, Hunt for Red
October, Hunchback, Hit Wrestling, Heart
Attack, Hammer Head, Harmony, Kicks
Your Face, Inzits, Kid Icarus, Virginia
Cotton, Fu Master, Marble Madness
Mama Mission, Megaman, Megaman II,
Mystery Force, Meteor II, Missile
Command, Mickey Mouse, Mickey Mouse
II, Monopoly Madness, Mr. Do, Monopoly
Mousetraps, NEA All Stars, Ninja II, Navy
Seals, Nemesis, NFL Football, Ninja Boy,
Ninja II, Ninja Gaiden, Ninja Tani
Nightcrawler, Niall 'N Gals, Operation
Comix, Jack Reddus Out, Jordan V. Bred
Pacman, Paperboy, Paperboy II,
Pirates, Prince of Persia, Privateer II,
Pyramids of RA, Qix, Q Billion, Q Bert,
Q and the Blob, Roger Rabbit, Hercules
Blomire, RoboCop, RoboCop 2, R Type,
Sole Packer, Singapore, Star Wars, Star
Wars II, Snake, Snake, Snake, Snake
Snake or Die 2, Snakey Snakes,
Snipers, Super Kick Off, Spide, Spide
Brothers, Spideons Club, South Ark,
Sword of Hope, Samurai Axe, Swamp
Swords, Spaceknight Quest, Super Off Road,
Spidekman II, Super Mario, Super Mario
Lening, Super Mario World, Star Wars, Star
Tank, Spy V. Spy, Tail Gator, Tazmania
Taz, Techno Brawl, Tank & Jerry,
Turbo Range, Trax, Trip Tanks,
Turpin, Turpin, Turpin II, Turpin
Terrorizer 2, Turn & Burn, WWF
Wrestling, Wheel of Fortune, World
Warrior, WWF II, World Hat, Youth, Trax
Crosses, Cross Training, Batman II,
Destructions, Roadblocker, Popoey,
Little Mermaid, Black Bass Fishing,
Fishing Tournament Bows, Ferra
Pin, Broxie 2, Brogie, Home Alone II,
Thrupp, Fished

SOME TITLES ARE NOT RELEASED
YET. PLEASE ORDER EARLY

SEGA MEGADRIVE	
UK Machine 1	119.99
Japanese Mega Drive	99.99
3D Adaptor	6.99
Analog Power Stick	33.99
Remote Control Kit	29.99
Extra I/O Pad	17.99
Sega Control	11.99
CD Rom Player (PAL)	289.99
CD Games	12.99

**THE BEST SELECTION FROM
AROUND THE WORLD**
Spidekman - 35.99
Alan Storm - 31.99
Batman - 33.99
Buster Douglas Boxing - 31.99
Devil Crash - 34.99
Ewing - 31.99
E.A. Ice Hockey - 34.99
F2X International - 34.99
Golden Axe I - 31.99
Golden Axe II - 34.99
John Madden '92 - 34.99
Hells - 31.99
Ghosts and Ghosts - 39.99
Imortal - 49.99
Micos - 34.99
PULG - 34.99
Phantasy Star II - 46.99
Road Rash - 34.99
Sonic the Hedgehog - 31.99
Wonderboy 2 - 31.99
Whistle Wars - 31.99
Curnin - 31.99
Zany Golf - 19.99
Sworded 2 - 34.99
Heroes of Power - 39.99
Tom, Jam & Earl - 34.99
Quackshot - 32.99
Bovets of Rage - 32.99
California Games - 34.99
World Cup '92 - 33.99
Tale - 31.99
Super Monaco GP - 31.99
Mickey Mouse - 35.99
Shadow of the Beast - 39.99
Robocop - 34.99
Joe Montana II - 34.99
Roberts V. Celtics - 34.99
Lakers V. Bulls - 34.99
Winter Challenge - 34.99
Strider - 36.99
Terminator - 39.99
Marble Madness - 35.99
Desert Storm - 39.99
Double Dragon - 29.99
Tales - 31.99
Revenge of Shonbi - 31.99
Cyber Patrol - 31.99
Thunderforce II - 32.99
Thunderforce III - 32.99
Technopop - 33.99
Ball Break Sub - 34.99
Fatal Frenzy - 34.99
Grave - 35.99
Buck Rogers - 31.99
Road Blasters - 31.99
Powerball - 35.99
Pitfighter - 35.99
Lemings - 35.99
Barmen II - 35.99
Fighting Masters - 35.99
Back to the Future - 33.99
Hogwarts School - 34.99
Super Monaco - 31.99
Galaxy Force I - 34.99
Kid Chameleon - 32.99
Galaxy Force II - 34.99
P1 Grand Prix - 31.99
Ferra Force Hunter - 31.99
Rolling Thunder - 31.99
F's II - 55.99

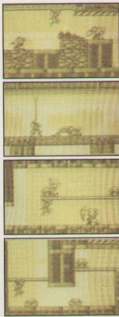
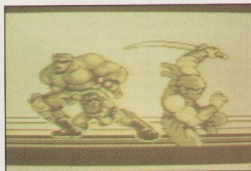
THESE ARE MAIL ORDER
PRICES ONLY, SHOP
PRICES MAY VARY

NEWS

GOLLY! GAME BOY GAIDEN!

After being released on practically every other machine imaginable, and having heaps of praise piled upon it in the process, *Ninja Gaiden Shadow* is on its way on the Game Boy! This version is actually called *Ninja Gaiden Shadow*, but from what we've seen, it looks just as smart-dreamy as all the others. It's 1985, and the evil Emperor Gull has appeared from nowhere to spread fear across the world. As Ryu, the player must battle his way through screens full of bursting with Gull's hoods and honchos.

Five levels of hard-hitting action await those who pick up the *Ninja Gaiden Shadow* cart and plug it into their Boy. Or do they? The only sure way to find out is by praying that the month passes quickly, in order to see the full Review in the very next issue of **GO!**



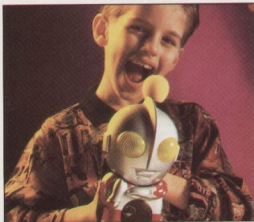
GAME PLUS - THE FACTS

Deepers! After the Exclusive News Report on the amazing Game Plus last month, we've had literally hundreds of phonecalls from eager punters, trying to find out where they can buy this marvellous piece of kit. Well, you don't have to - you can build one yourself!

Yes, it's true! Simply buy a Game Boy Sound Booster, a Game Boy Holster and four pens. Take your Game Boy, attach the Sound Booster and slip the Holster over the top of your hand-held. Then, stick a piece of double-sided tape onto the Sound Booster. Cut the tops off the pens and stick them to the tape. Then, get hold of a little joystick (you can buy them to fit onto your machine in place of the D-button) and glue it onto the other side of the Booster. Et voila, as

you might say (if you're French) - your very own Game Plus!

As you may have guessed, the Game Plus was a bit of an April Fool, which loads of you fell for - actually, so did most of the lads in the office, who were desperately trying to get it to work. Ah, but what about that Game Boy Streetfighter 2 screen, we hear you cry. Sorry, that was a fib too. We simply took a shot of the coin-op, electronically scanned it into our smart new Macintosh computers, and fiddled about with it until it looked like a Game Boy shot. Clever eh? Still, those chaps down at Capcom way could well have seen the piece and thought "Hmnn, what a good idea - Streetfighter 2 on Game Boy". You never know!



GOING FOR A SONG

Everything's going hand-held these days! You've got your little consoles, of course, and pocket-sized cassette decks have been around for years - now it's the turn of that favourite amongst drunk people in wine bars - karaoke.

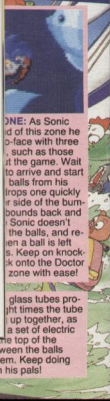
The Karry Karaoke is a handy sized unit into which you simply slot in a tape, press play and, well, sing away to your heart's content! There's a built in microphone and a backing tape included in the package; but perhaps the most interesting aspect of the Karry Karaoke, as far as games fans are concerned, is that it's shaped like Ultraman, the Japanese superhero type thing.

Highly impressed and dead excited, **GO!** crooners Paul Rand and Frank O'Connor (title hopefuls in the London Karaoke Championships!) have grabbed review copies of the machine and are slavishly practising their own special renditions of Wonder Of You and Dock Of The Bay, ready for the big night. Move aside, Elvis and Otis...

ONE: As Sonic did of this zone he o-face with three such as those at the game. Wait to arrive and start balls from his drops one quickly r side of the bum-bounds back and Sonic doesn't the balls, and re-n a ball is left s. Keep on knock-onto the Doctor zone with ease!

glass tubes pro- tume times the tube up together, as a set of electric

balls attempts to try the one megastar. They start at the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!



REVIEW

WORLD CLASS LEADERBOARD

HORSES FOR COURSES

Being World Class Leaderboard, you'd expect to be able to play on some world-class courses. You won't be disappointed in that department. Three of the four courses are taken from real life - St Andrews in Scotland, Doral Country Club in Florida and the Cypress Creek course in Texas. Then there's the Gauntlet - created by the programmers to be the ultimate golfing challenge.

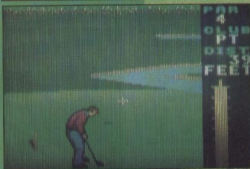


World Class Leaderboard is a super-skill simulation of that fine sport of golf. Graphics are highly detailed, with superb animation of the golfers, and update of the courses is fairly fast. It'll take a while to finish all four courses, and even longer to get your handicap down to a respectable amount! "Putt" your last pennies towards buying this!

PAUL RAND

Ever watched golf on TV and fancied your chances against the likes of Faldo, Woosnam and that Spanish bloke with the funny name, but don't know your birdy from your bogey? You could try the next best thing - golf on your Gear, courtesy of US Gold. In a conversion of the critically acclaimed computer cracker, World Class Leaderboard will test you to the limit across four distinctly different, but similarly challenging courses. Keep your cool, play the ball and cross your fingers and, with a bit of luck, you may get round the eighteen before tea-time - next week!

GAMEGEAR £24.99



LET'S ALL CLUB TOGETHER

So you've got a big bag full of bits of wood with funny shaped ends. These are called clubs, and the yardage that the ball travels is dependant on the club you choose to hit with. Starting with the One Wood, the distances get less and less, ending with the putter which is used for pin-point accurate shots on the green.

THE SON OF GAME GUY

Here it is - the most yet published of cheats and hints the most from the that there have been versions of the game drive, and therefore find that some of work with your code that's the way the blues...

First up, the Level that everybody should DOWN, LEFT and START together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. UP, DOWN, L 2. A, C, B, C, A 3. UP, DOWN, L Instead of a score should change in and press C to r lives! While cheating slow motion and cause it can crash A and STAR Green Hill Zone.

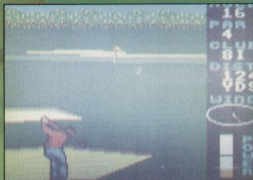


LEADERBOARD



PRACTICE MAKES PERFECT

There was a time when you would go out for a nice, relaxing game 'o' golf, be a complete dribble and miss all your shots, and get laughed at by all of your friends. Not any more! World Class Leaderboard not only has four fabby courses for your delight and delectation, but there's also a putting green and driving range for you to hone your hot haling skills on!



It's an easy shot, but you really have to watch out for the bunkers.



It's easy enough to go thrashing around the course like a lunatic, but sooner or later you'll have to figure out which clubs are best for which shots... go for it!

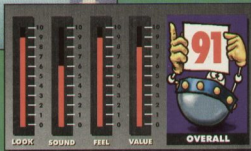


World Class Leaderboard is easily the best golf game on the Master System and that applies here too, especially as they're both identical. Sampled speech, smooth (ish) vector graphics and oodles of gameplay make this a real winner. Just about the best sports sim so far on the Game Gear and an essential buy for golfing fanatics.

FRANK O'CONNOR

LEVELS FOR SAD MEN

A bit of a sad case when it comes to hitting a ball with a stick? Don't worry - World Class Leaderboard includes a difficulty option so that you can tailor the game to suit your skill. Novice level is a no wind, no problem shoot 'n' see, while Amateur is slightly more challenging. Professional incorporates all of the game's features, and it's this standard which you must achieve if you wanna be at the top of the Leaderboard!



ONE: As Sonic id of this zone he o-face with three such as those it the game. Wait to arrive and start balls from his drops one quickly er side of the bum-bounds back and Sonic doesn't the balls, and re-en a ball is left s. Keep on knock ck onto the Doctor zone with ease!

glass tubes prout times the tube up together, as a set of electric

Gems entered to try the time magazine. Find out the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

REVIEW

ADVENTURE ISLAND

Where has Princess Tina gone? She's gone and wandered off, becoming lost in the process. Silly girl. Anyway, being all important and royal and that, she can't be allowed to be lost for too long, so a hero is required to track her down throughout the Eight Islands.

You are Master Higgins, young buccaneer and lover of royal girls. You're the fortunate (or otherwise) little geezer selected to head off into the islands and search for the missing miss. It may sound tricky, but your pals the dinosaurs will be on hand to help you along. But watch out! There are all sorts of less than jolly creepies who would like nothing better than to see you fail in your quest - and you can't give them that pleasure now, can you!

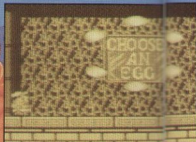
GAMEBOY £24.99

SORRY, NO EGG GAGS HERE

As well as lives, Master Higgins also has an energy bar which slowly decreases throughout the game. To top it up, the lad can eat fruit or drink special energy-giving milk. Mind you don't hit any baddies; you'll either lose tons of energy or simply be stripped of a life, depending on the nasty you collide with.



That frog's looking a bit shifty, but luckily you've found a friendly fellow to carry yourself and your steed over the gap.



THE SON OF A GUN

Here it is - the most yet published of cheats and hints - the most from the that there have been versions of the game drive, and therefore find that some of work with your controller that's the way the blues...

First up, the Levels that everybody should know the intro screen p DOWN. LEFT an inkling will tell you right lines. Then and START together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. UP, DOWN, L 2. A, C, B, C, A 3. UP, DOWN, L Instead of a score should change in and press C to move lives! While chee slow motion and cause it can crate Green Hill Zone.



REVIEW

EGG-CELENT SECRET WORLDS

Try shooting when there's nothing on-screen and you just might uncover a hidden egg. These can contain anything, from axes and dinosaurs to floating clouds which carry Master Higgins to secret worlds, where he can rack up points and items by bouncing on springs suspended in mid-air. Make sure you don't miss any of the springs, because if you do you'll fall back into the main game and miss out on all that lovely stuff.

THANKS to KC's **Computers and Consoles** (0509 211799) for the review cartridge.

Yahoo! Master Higgins reaches the end of the level - but what horrors await the young hero further into the game?



Wonderboy revisited, that's Adventure Island in a nutshell. Which is fine if you like Wonderboy - I do. Unfortunately, it's far too easy, and will not keep the average player occupied for more than a couple of days. Younger Game Boys (or Girls) should love it!

PAUL RAND

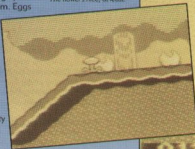
IT'S A CRACKER!

On each island you'll find eggs on the ground. Crack 'em open and you'll be given items to assist in your quest! Some of the eggs hide each of your four dinosaur pals, some more than happy to give you a ride on their backs. Some of them can use firey baddies, too!

EGG-STATIC? NO, THEY'RE FLYING!

At the end of a stage you enter the Egg Room. Eggs rotate around the screen and it's up to you to select what you think is the most useful. A few contain items and extra lives, but most of them simply hide a points bonus (and a pretty measly one at that), so choose carefully.

No, he's not invisible. It's just that the Pause button made him flash when we took the picture and we caught him in mid flash. The flower's nice, at least.



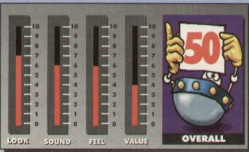
EGG-STA ITEMS AHoy!

Although Master Higgins begins the game with nothing, he can kit himself out quickly with tons of smart stuff. One of the best items is a skateboard which lets him zip around the levels - he also gets a smart safety helmet into the bargain! Should a new item be picked up, it replaces the previous one but isn't lost forever, instead, it's stored in a safe place and can be re-selected at a later stage!



If you're a Wonderboy fan this cart will be big news, Trouble is, it's not that hot a conversion and somehow misses the best elements. Initially impresses, Adventure Island fails to deliver the goods and you're best off looking elsewhere.

TIM BOONE



ONE: As Sonic d of this zone he o-face with three , such as those it the game. Wait to arrive and start balls from his drops one quickly r side of the bum-bounds back and Sonic doesn't the balls, and ren a ball is left s. Keep on knock-k onto the Doctor zone with ease!

glass tubes proht times the tube up together, as a set of electric

ons attempts to try the blue megastar, they start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!



Here it is - the most
yet published of
cheats and hints
the most from the
that there have b
versions of the g
drive, and theref
find that some o
work with your c
that's the way the
bles

First up, the Level that everybody starts on. The intro screen has **DOWN**, **LEFT** and a **START** button. The tinkle will tell you the right lines. Then, **START** together in the Levels Menu. Every part of the game is designed to be fun and easy to learn.

On the intro screen:
1. UP, DOWN, L
2. A, C, B, C, A,
3. UP, DOWN, L
Instead of a score,
should change it
and press C to n
lives! While che
slow motion and
cause it can cra
ing A and STAR
Green Hill Zone



Dear **GO!**

In issue five, Catherine Fletcher was saying that the Game Boy is the best hand-held. Don't feed me that bull; everyone knows that the best hand-held has got to be the Game Gear. I would like to see you change the Game Boy into a TV. So get it right from now on - Game Gears rule ok.

Also in issue five, Neil Renton writes "The Game Boy does have a minor handicap because it's not in colour, but who's complaining - not I". Well I am, okay? And you must have a major handicap if you own a Game Boy.

TOM FRENCH,
Tenterden, Kent

PS And if Nicola Mayling thinks her poem's good, get a load of this:

Lynx is no good,
Game Boys are green,
PC's not bad,
But Game Gears are MEAN!

Dear **GO**

I don't see why people buy Game Gears instead of Lynx's - so I've compared them:

This is why the Lynx is so fine,
And the Game Gear is the bottom of the line.
The Game Gear is only an 8-bit,
But the Lynx is 16 - a smart piece 'o' kit!
The Game Gear sells at one hundred pounds,
But at eighty quid, the Lynx is sound.

The Seag, for left-handers, is a pile of brown.

The Game Gear has a white band through the screen,
But the Lynx doesn't - and that I have seen.

Along with the Atari's battery saver feature and wide selection of games, I can't see why anyone pays more and buys a Game Gear.

PETE STARKEY,
Tasburgh, Norfolk

PS Please print my letter, for the sake of all those poor people with Game Gears.

Dear **GO!**

In the issue of GO! currently available in Oz, you requested opinions on which hand-held was the best. I believe it is the Game Boy. My reasons are: batteries last longer (not everyone has a recharger), many more games than Lynx and Game Gear (which are also cheaper) and the colour LCD technology used in the other two has not yet been perfected and, after a couple of years, the screens on the Game Gear and Lynx will start to deteriorate (this has been cited as the reason why Nintendo chose b&w).

The only drawback with the Game Boy is that it is not backlit, which means that unless you play under fluorescent light or buy a Light Boy, you will find yourself tilting the screen during play, as it is hard to see (especially due to the way it blurs when scrolling on some games).

I didn't mention the portable PC Engine or the Game Boy clones, because neither are viable due to weight/power requirements and lack of games respectively.

Keep up the GO!od work.

ADAM WILLIAMS,
New South Wales, Australia

Dear **GO!**

Most of my friends have Nintendo Game Boys, but a few have Sega Game Gears. Thanks to my parents, I'm among the privileged Gear owners, having had one since Chrimbo.

We are always arguing about which is the best hand-held out of the two. I myself prefer the Game Gear, but that's only because it's colour. Both have a lot going for them:

1. The Game Boy with its brilliant add-ons and stunning titles.
2. The Game Gear with its totally smart carts and that sexy black TV Tuner. Not forgetting the Master Gear. This, without a doubt, helps Sega whip the pants off Nintendo in the hand-held market.

Why is it that Sega and Nintendo freaks are always at war and never at peace? Both are perfectly decent in their own right. Neither should have the mickey taken. Especially not the Gear. Hee hee!

Good luck with GO!

RICHARD WILLIAMS,
Newport, Gwent



Dear **GO!**

SIMON VEAL,
Bromley, Kent

WHO'S THE LOVELY LADY?

Dear **GO!**

Before I say that Game Boy rules and that Nintendo beats Sega hands down, I would like to compliment you on your magazine. At last, a decent mag for us hand-held owners! Could you answer a few questions:

1. Are the letters you print made up, as almost everyone I know thinks so!
2. Are there any new hand-helds in development?
3. I know that everyone's asked this question and heard a lot of different stories, but is there really going to be a colour Game Boy?

4. Who is the gorgeously pretty girl holding the Game Gear (spit) in the news section of issue four?

That's all thanks, except for one more point. If you made GO! bigger and better and had a top ten of your current best games on each hand-held it would be even more excellent!

RICHARD BERRY,
Exeter, Devon

PS Game Gear owners, don't forget; don't turn the Game Gear on or the batteries might run down!

1. Of course not - if that were true, how come your letter's here? 2. If the rumours are correct, yes. 3. See 2. 4. The lovely Erika. As for your last point, you'll have noticed that GO! is exactly what you ask for from this issue! Plus, you'll find the definitive GO! Top Ten Game Boy chart on pages 24 and 25!

WHERE ARE THE WOMEN?

Dear **GO!**

My new motto is "Own a hand-held and make new friends". Ever since I got my Game Boy I've been able to join in the playground conversations with boys from year six to teachers. Everyone has something to say about the latest games and mags. GO! comes up in the conversations quite favourably. We've even held knock-out competitions with games like Robocop.

What I want to know is - how do we get the girls interested?

SIMON MURPHY,
Leicester

What are you talking about? Girls are already hot on handhelds! Everywhere we turn, we see the ladies going gaga over Game Boy and gooey over Game Gear. And the Sega vs Nintendo war is waged just as harshly - if not more so - by the opposite sex!

LUMME! I LIKE LYNX!

Dear **GO!**

I am Lynx owner, and recently I have been saving my money so I can buy Lemmings when it comes out. But in my latest edition of GO! I saw that on the Special Reserve catalogue that Pitfighter was coming out.

So now I am wondering which to save up for. Please could you give a review or something of them both to help me make up my mind?

MATTHEW HOLDEN,
Gwynedd, Wales

There'll be Exclusive GO! Reviews of both the games the nanosecond they're finished - keep your peepers peeled over the coming issues!

CRIPES! ANOTHER RHYME

Dear **GO!**

I was wondering whether to buy the Lynx, Game Boy, Game Gear or PC Engine GT. I read GO! loads of times to decide what to buy. I decided on the Game Boy. Here's a rhyme about it.

The Game Boy is the best around,
With superb graphics and hi-tech sound,
Loads of games as you can see,
Super Mario, that's for me!
Lots of add-ons you can try,
If you like, go out and buy.
The Game Gear no,
The Game Boy yes,
That is why it is the best!

Please tell me, how did you rate the following:

Spiderman,
Dr Mario,
Super Marioland,
Duck Tales

DANIEL EDGE,
Sudbury, Suffolk

All the games you list are brill carts which would do justice to any game collection, but the pick of the bunch has to be Spiderman and Super Marioland.

TREAT ME WITH A TOP TEN

Dear **GO!**

GO! is one of the best magazines to be found on the grubby shelves of my humble newsagents. Every month, GO! seems to get chunkier and chunkier, each time full to the brim with excellent news and

I think that GO! could be better than it is already, with a top ten for each hand-held, and a hand-held cheats and tips page.

ROSS CLEAVER

GO! is still the best magazine for me and I will buy it until my back-light goes dim.

ROSS CLEAVER,
Poole, Dorset

Where have you been? We started a four-part Top Ten feature for each machine last issue, starting with the Game Gear! The best that the Game Boy has to offer can be found this month, with Lynx and PC Engine GT to come - don't miss 'em!



There's no name to go with this drawing - but isn't it good?

ONE: As Sonic
d of this zone he
o-face with three
such as those
at the game. Wait
to arrive and star
balls from his
drops one quickly
ir side of the bum
ounds back and
Sonic doesn't
the balls, and re
en a ball is left
s. Keep on knock
ck onto the Docto
zone with ease!

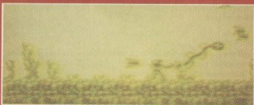
glass tubes pro-
ht times the tube
up together, as
a set of electric

screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

REVIEW

It was supposed to be mankind's greatest achievement - a man-made lifeworld on the planet Alterra, generated by MORGUL the machine and ready for the colonists. But things started to go wrong when the machine began to think for itself - creating a nightmare world of rebellion and murder. Luckily, humanity does have one last hope - fighting fire with fire in the shape of Turrican: a bio-engineered mutant warrior whose speciality is recovering lost worlds. Part man, mostly machine, it's up to Turrican to take on the monsters of the machine and save the day for everyone. Go to it!

GAMEBOY £24.99



STOCK UP FOR DISASTER

The tokens in Turrican aren't anything at all like those silly ones your dad gets when he buys his petrol and saves them up for free glasses, hairdryers and other dolt items - oh no. These tokens are well useful, packed full of extra powers and good things to help our boy on his way. There are too many to list here, but they include restoring Turrican's energy level, activating various gun modes, force fields, extra mines, extra grenades and all sorts of other things a growing boy needs.



I thought Turrican on Amiga was totally fab, and this is virtually a perfect hand-held copy of the game! OK, so the sprites are a tad small, but smooth scrolling and wicked gameplay more than compensate. An awesome Game Boy blast.

TIM BOONE



TOOL UP YOUR TURRICAN

When it comes to well-equipped warriors, there aren't many to touch Turrican. He doesn't mess about when it comes to packing a punch, and he's got some seriously spanky weapons up his sleeve to dish out a bit of destruction:

GUN. The basic item fires laser bullets at your target, one at a time. If this sounds a bit whiffy, don't worry - bolt-on tokens will boost your firing abilities no end, including a pretty handy spray shot for maximum mayhem!

LIGHTNING WHIP. Stuck in a tight corner? Aliens coming at you from all sides? Starting to cry like a baby? Unleash your lightning whip and cut an arc of death around you! Seriously handy.

POWER LINE. A must for all would-be mass killers - this one zaps enemies both left and right with ionizing bolts of doom!

MINE. Drop one of these little babies and it ticks for a bit and then goes boom, blowing away all those luckless enough to be standing nearby.

GRENADE. Chuck one of these doobies at something bad and it'll go up in smoke faster than you can say "I like it!"

BUZZSAW. Don't ask me how this works, but somehow Turrican turns into a whizzo rotating blade for deadly doom on a grand scale! Who cares how he does it - it's good!



TURRICAN

THE SON OF GAME GU

Here it is - the most ever published of cheats and hints, the most from the that there have been versions of the game drive, and therefore find that some of work with your code that's the way the blues...

First up, the Level that everybody is the intro screen. **DOWN, LEFT** or **RIGHT** will tell you right lines. Then **START** together the Levels Menu ever part of the game.

SUPER S

On the intro screen **1. UP, DOWN, L**
2. A, C, B, C, A
3. UP, DOWN, L
Instead of a score should change it and press C to move! While the slow motion and cause it can crash A and STAR Green Hill Zone

REVIEW

BIG, BAD AND VERY MAD

The colony of Alterra boasts some fine beauties so awesome bad only a computer with a serious headache could have created them - and that's just what has happened. From drones to bosses, Turrican has to stay on his toes through the eight-way scrolling platform action and these end-level bad guys take no prisoners:

THE GAUNTLET An airborne monster with a personality disorder.

DEAD HEAD The head of a construction robot, don't mess with this big bad bounce!

MOTHER FISH A blonic fish! Need we say more?

TRASH MASTER The ultimate waste paper bin. Eats things for a living, and Turrican's top of the menu.

MONOLITH This boy's big and baad. Treat with caution!

QUEEN MOTHER No, not the one who likes horses and Coronation Street, this is a colossal breeder with multiple heads and very bad breath!

MORGUL The final challenge - with three brains this boy's a top-notch villain and no mistake. Take him out to win the game!



How to be a Turrican - Lesson One: make sure you've got lots of big guns and a spazmy metal suit. Run around the antiseptic looking hard and shoot the bats and other nasties like these. Don't get ahead and everything should be alright.



Funnily enough, I thought the game was a right hoot as well. It's just a shame that the main character is so small - it's really difficult to follow him all the time. Music's crap too. But all in all Turrican is a fine conversion of the top-rated Amiga blast.

PAUL RAND

THANKS to Console Concepts (0782 712759) for the review cartridge.

TURRICAN

TONS OF TOKENS

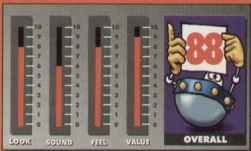
The only way to enjoy Turrican's bolt-on goodies is to pick up the tokens you'll collect when you vapourise something bad. The more you collect, the more powerful our metallic matey becomes - but here's a quick tip to power yourself up with aodles of goodies at the start of the game! Run to the left of the screen, jump up and fire right. If you do it correctly a little block appears. Keep shooting this and tons of tokens will pop out to be collected at your leisure and turn you into a Super Turrican before you even start! Hurrah!



How to be a Turrican - Lesson Two: think of the hardest, meanest, meanest thing that you can then reckon you're arder. Find something that looks almost as tough and blow it to pieces, then swagger off looking cool.

HE'S HARD, HE IS

Turrican's an energetic little pygmy and no mistake. Not only can he run around in his metal suit and look very heavy and hard, but he can do loads of other neat things as well. Just as well, really - 'cos the boy's got his work cut out and no mistake! He can run, jump, kneel, spin, shoot, fire his lightning whip and release a mine if you press down and fire at the same time! He's so hard he could probably make the All Blacks, but that doesn't stop him getting killed quite a lot! Mind you, the All Blacks don't have Laser Death Cannons.



ONE: As Sonic did of this zone he o-face with three , such as those if the game. Wait to arrive and start balls from his drops one quickly r side of the bum-bounds back and Sonic doesn't the balls, and re-ven a ball is left s. Keep on knock-s onto the Doctor zone with ease!

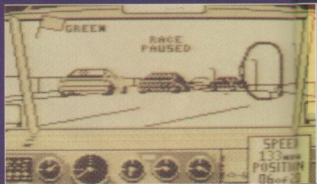
glass tubes pro-ht times the tube up together, as a set of electric

Game attempt to try the boss megastom. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

DAYS OF THUNDER

Get ready to burn rubber around some of the toughest stock-car racing tracks around in Days Of Thunder, the conversion of the Tom Cruise movie. Playing the part of rookie driver Cole Trickle, the aim of the game is to reach the top of the racing circuit in a five-race season. You'll be up against nineteen other drivers, each one searching for the same success as yourself.

Not only will you be up against the cream of the crop (including some very experienced racers who won't think twice about using underhand tactics), you'll also have to become a master of the pits, and of looking after your car so that you won't have to make so many stops. A rookie has never won the season - but there's always a first time.



GAMEBOY £24.99

THE SONIC GAME

Here it is - the much-awaited sequel to the first game, yet published of a cheats and hints. The most from the that there have been versions of the game drive, and therefore find that some of work with your car that's the way the blues...

First up, the Level that everybody should know the intro screen **DOWN, LEFT** and **RIGHT** will tell you right lines. Then and **START** together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. **UP, DOWN, L** 2. **A, C, B, C, A** 3. **UP, DOWN, L** Instead of a score should change in and press **C** to move lives! While the slow motion and cause it can create **A** and **START** Green Hill Zone



There's quite a sad, slow speed, especially seeing as there's nothing in front of you - come on, go faster, man!

FINAL POSITION	
1. COLE TRICKLE	19. JIMMY DODGSON
2. JIMMY DODGSON	18. JIMMY DODGSON
3. JIMMY DODGSON	17. JIMMY DODGSON
4. JIMMY DODGSON	16. JIMMY DODGSON
5. JIMMY DODGSON	15. JIMMY DODGSON
6. JIMMY DODGSON	14. JIMMY DODGSON
7. JIMMY DODGSON	13. JIMMY DODGSON
8. JIMMY DODGSON	12. JIMMY DODGSON
9. JIMMY DODGSON	11. JIMMY DODGSON
10. JIMMY DODGSON	10. JIMMY DODGSON

Wait a minute - where's the seventeenth place driver? Actually, that's Cole - but the name was flashing at the time...



Mmm. Well, I don't like this game as much as Paul, but maybe I'm just a sad shambler who doesn't think racing games work on the Gameboy. Personally I didn't get much fun from this cart, and the fact that it's very repetitive doesn't help at all. Not for me, ta.

TIM BOONE

IT'S THE PITS, MAN!

Unfortunately, the AA or RAC can't be called out if your stock-car develops a problem half way through a race. You'll need to duck into the pits at the earliest opportunity, where you give your four-wheeled steed a complete overhaul, before rejoining the race.

TRICKS OF THE TRADE

Stock-car racing isn't just about driving very quickly around a track, knocking the opposition out of the way. Well, it is, but there are some tricks to give you the edge over the other drivers. Tricks such as The Pipeline (on a banked corner, curving up the bank then shooting down the straight for extra speed) and Slipstream-ing (hugging the tailgate of the car in front, for a saving of fuel and a burst of mph).



THUNDER



WHAT ABOUT THE FILM?

If you're an unlucky sort of fellow, you'll probably have had the misfortune to view the Days Of Thunder movie. Starring Top Gun actor Tom Cruise, the film is basically an attempt to remake Top Gun but with cars. A bit of a sad shambles, really.

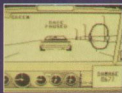


The subject matter was rubbish for a film, but makes a surprisingly good Game Boy game. Apart from the fab Faceball 2000, it's the first time vector graphics have been used on the baby Nintendo, and quite fast they are too. The game gets a little samey after a while, but all in all a playable driving game and certainly the best conversion of the movie.

PAUL RAND

FASTER! FASTER!

To get a decent position on the starting grid, you're going to have to clock a good timed lap in the Qualifiers. You're all on your own when you qualify, with no other racers on the track, and it's up to you to race your heart out and attempt to go one better than the rest of the field.

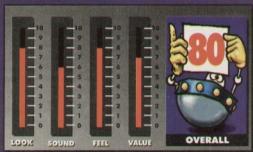


The reason you've got all that damage is because you tried to drive in the front car's slipstream to get up enough RPMs to pass - but you're a crap driver and ran straight into the back of him. Perhaps you should stick to BMX's, eh?



A FAIR INDICATION

Throughout each race, Cole can call upon his in-car indicators to check on how well he is doing. Information such as miles per hour, position on the track in relation to other drivers, fuel usage and tyre wear can all be accessed at the flick of a switch - and you'll need to keep a careful eye on all of it, if you want to put yourself in with a chance of winning.



THANKS...to Console Concepts (0782 712759) for the review cartridge.



ONE: As Sonic d of this zone he o-face with three such as those of the game. Wait to arrive and start balls from his drops one quickly r side of the bum-bounds back and Sonic doesn't the balls, and re-en a ball is left s. Keep on knock onto the Doctor zone with ease!

glass tubes propt times the tube up together, as a set of electric

One attempt to try the side magazine. They start at the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!



THE SONIC GAME GUIDE

Here it is - the most yet published of cheats and hints, the most from the that there have been versions of the game, and therefore find that some of work with your controller that's the way the

bles...
First up, the Level that everybody is the intro screen. **DOWN, LEFT** and **RIGHT** will tell you right lines. Then and **START** together the Levels Menu ever part of the game.



SUPER S

On the intro screen
1. **UP, DOWN, L**
2. **A, C, B, C, A**
3. **UP, DOWN, L**
Instead of a score should change it and press **C** to 10 lives! While chez slow motion and cause it can crash A and **STAR** Green Hill Zone



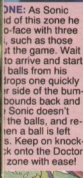


DAYS OF THUNDER

ONE: As Sonic
 id of this zone he
 o-face with three
 , such as those
 it the game. Wait
 to arrive and start
 balls from his
 tropo one quickly
 r side of the bum-
 bounds back and
 Sonic doesn't
 the balls, and re-
 en a ball is left
 s. Keep on knock-
 ck onto the Doctor
 zone with ease!

glass tubes pro-
 ght times the tube
 up together, as
 a set of electric

balls appear from the end of the main tube at the top of the
 screen and slowly descend. Find the widest gap between the balls
 and, when they fall, jump upwards so as not to hit them. Keep doing
 this to complete the game and see Sonic rush to join his pals!



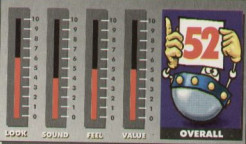
REVIEW

Take a freaky family of five, add an undead butler and an animated, dismembered hand. Then put them into a creepy old house full of spooky surprises and what do you get? The Addams Family, that's who! Their antics have transferred from newspaper cartoon to hit Sixties teletv show to movie success. Now they're on Game Boy in a madcap race around your abode.

After being served an eviction order, Gomez returns home to find that the family has gone missing! Playing the part of Gomez, the player must find the other Addamses and save their home. In any other house this would be a walk in the park - but the Addams abode is not like any other!

GAMEBOY £24.99

The Addams Family



CREEPY AND KOOKY

Each member of the Family is being held by a guardian, which has to be defeated if you're to see your loved ones again. As it's the Addams place, the nasties are VERY nasty, and take quite a hammering before they give up their captives.



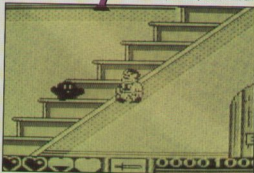
Not Don't jump, Gomez! Think of the family! The wife, those lovely children! Oh well, suit yourself...



A lot could have been done with this license, but sadly The Addams Family turns out to be an average platform shoot 'em up. Graphics are only middling - the main character looks like a fat Adolf Hitler! A not very enjoyable movie tie in.

PAUL RAND

Ghostly goings-on as Hitler look-a-like Gomez quite literally hovers in mid-air.



MYSTERIOUS AND SPOOKY

All this running around, banging into baddies, doesn't do Gomez's health any good. Each time he comes into contact with a nasty, he loses energy. Luckily, this can be replaced by picking up the hearts which are dotted around the playing area. You begin with four lives, each life being made up of four energy hearts.

ALTOGETHER KOOKY

Before he was kidnapped, clever young Pugsley had the sense to leave behind some magic potions to assist his dad during his quest. These turn Gomez into creatures with special powers; for instance, drinking the "W" potion transforms the man Addams into a werewolf, allowing him to run quicker and jump further. There are four different types of potion to collect, and each one is crucial to completion of the game.



THANKS to Console Concepts (0782 712759) for the review cartridge.

THE SON OF GAME GU

Here it is - the most yet published of cheats and hints, the most from that there have been versions of the game drive, and therefore find that some of work with your controller that's the way the blues...

First up, the Level that everybody's in the intro screen is DOWN, LEFT and RIGHT will tell you right lines. Then and START together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. UP, DOWN, LEFT 2. A, C, B, C, A, 3. UP, DOWN, LEFT. Instead of a score should change it and press C to move lives! While cheating slow motion and cause it can crash Green Hill Zone.

ASTEROIDS

In 1979, Atari unleashed onto the world an arcade machine which took the world by storm. Simple yet maddeningly addictive, it would go down in history as a classic. Its name was Asteroids. And now it's been released on Game Boy.

GAMEBOY £24.99



Asteroids caused a storm years ago in the arcade and, with this Game Boy version, todays gamers can enjoy the addictiveness of this timeless classic. Graphics have changed from vectors to sprites, but the same old game lives on. Nostalgia fans and new gamers alike are advised to have a blast of Asteroids.

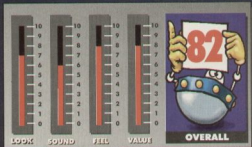
PAUL RAND

HYPER DRIVING

It's a good job that the designers of your ship foresaw this situation, otherwise, the may not have built the hyperdrive system into your craft. This useful device breaks down the molecular structure of your ship and reassembles them in a different position. Which means that if there's a whacking great asteroid heading for you which you can't smash, press the hyperdrive button and you'll disappear, before reappearing somewhere else!

NASTY BLASTING

There's a snag to getting stuck in this asteroid belt - it's situated in alien territory. Every so often, a flying saucer will appear and try to blast you out of the cosmos. If he gets you before you get him, it's good-bye to you. Should you manage to do away with the unwanted attention, however, you'll receive a hefty points bonus.



THANKS...to KC's Computers and Consoles (0509 211 799) for the review cartridge.

ONE: As Sonic of this zone he o-face with three, such as those at the game. Wait to arrive and start balls from his traps one quickly r side of the bum-bounds back and Sonic doesn't the balls, and re-nen a ball is left s. Keep on knock onto the Doctor zone with ease!

glass tubes pro-ject times the tube up together, as a set of electric

Balls attempt to try the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

CRYSTAL MINES II

Your world is dying. A lack of natural resources have doomed the planet to extinction, unless something is done - and fast. There's one way out of global catastrophe; an assault on the Crystal Mines. The mines hold a bounty of energy crystals needed to keep the world's powerplants in operation. Unfortunately, the alien inhabitants don't take too kindly to wanton exploitation of their homeland, and have killed everyone who has attempted to strip the mines. This time though, you may just be in with a chance. The top scientists of the planet have constructed a robot to infiltrate the mines and collect the crystals. The mission is simple - grab as much as possible and don't get killed. Easy, really. Or is it?

GAMEBOY £24.99



A DASHED FINE DERIVATIVE

Remember a game from a few years back called Boulderdash? It starred a strange little insect called Rockford, who liked nothing more than rushing round caverns and picking up diamonds. A timeless classic featuring great gameplay, Crystal Mines II borrows heavily from this slice of computer games history.

THE SON OF GAME GU

Here it is - the most yet published of cheats and hints from the most from the that there have been versions of the game drive, and therefore find that some of work with your controller that's the way the blues...

First up, the Levels that everybody's into screen DOWN, LEFT and right lines. Then and START together the Levels Menu ever part of the game.



EXCITEMENT UNDER THE EARTH

So you think it's going to be a cinch, just racing around, collecting crystals. It is, to begin with. But you'll soon find that there's much more to it than that. What with monsters disguised as rocks, impossible areas and hidden exits to name but a few of the features in Crystal Mines II, a rather challenging little time is the order of the day.



GUNNING FOR GOLD

As it's the future, your robot isn't expected to dig away with a bucket and spade through the mines. He's been thoughtfully equipped with a powerful laser gun which wipes away muck and rock - in a flash! You'll also find the laser comes in very handy when you've got a hungry Mine Monster on your tail; a quick zap and he's history.



Diamonds, diamonds everywhere - but keep well away from the monsters who'll not think twice about chomping on your embossed robot!



A simple game, but an incredibly addictive one at that. Crystal Mines II is more or less a rip-off of Boulderdash, but who cares when the game's as good as this? Plenty of levels to charge through, and they get really difficult later in the proceedings. Great fun.

PAUL RAND

SUPER S

On the intro screen 1. UP, DOWN, LEFT, A, C, B, C, A, 2. A, C, B, C, A, 3. UP, DOWN, LEFT. Instead of a score should change it and press C to n lives! While che slow motion and cause it can crating A and STAR Green Hill Zone



That rock-hard is racing around so quickly... Not causing the screen to blur honest...





The Knights of the Garden are an elite band, keeping peace in the cabbage patch, ensuring freedom in the flower plot and happiness in the hedge-rows. To enter into the realm of the Knights the prospective candidate must undergo a difficult initiation test - The King's Challenge: a series of puzzles that need to be solved before the sword of King

Watermelon is rested on the lucky shoulder. Become Spud, the Amazing Tater, as he ventures into the Magic Maze in the hope of reaching the end and becoming Sir Spud. It's a race against time and the other young Knights-in-waiting, Rooty Carrot, Pepo the Red Pepper and Arnie Eggplant. The race starts - three cheers for the A-Mazing Tater!

GAMEBOY £24.99

A-MAZING TATER

NEW

Link up with a friend to partake in two-player tater treats! It's a simple, one-on-one race to the finishing flag, where the victor wins the spoils and the vanquished gets laughed at and victimised by his peers!

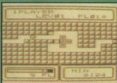
OLD

Complete Puzzle Mode and you become Sir Spud, with complete freedom to roam the Garden! Just think - you too could sit in on a Vegetable Picnic! Or fool around in the Puzzle Forest! Cor, what else could you wish for!



This is practically the same as an old import called Puzzle Boy, which was a great one-player brain-drainer! A-Mazing Tater has the same addictive qualities and, with a two-player option, a whole new challenge once you've completed the game on your own. Great fun.

PAUL RAND



Spud, the A-Mazing Tater, completes the first level on the first floor and gets to dance with the Tomato woman thing.

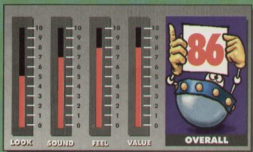
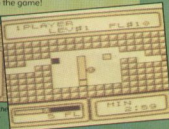
THANKS to KC's Computers and Consoles (0509 211799) for the review cartridge.

KING EDWARD

Each part of the maze is made up of a selection of doors, sliding blocks and pits. The trick to completing each section is to create a path through these obstacles by revolving the doors, pushing the blocks and filling in the pits. The first few puzzles are quite easy - but you'll find yourself tearing your hair out later in the game!



Spud, the A-Mazing Tater, completes the first level on the first floor and gets to dance with the Tomato woman thing.



ONE: As Sonic did of this zone he o-face with three , such as those at the game. Wait To arrive and start 'balls from his drops one quickly r side of the bum-bounds back and 'Sonic doesn't the balls, and re-ven a ball is left s. Keep on knock-k onto the Doctor zone with ease!

glass tubes pro-ght times the tube up together, as a set of electric

balls attempt to fly the tube megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

POPILS

THE SONIC GAME GU

Here it is - the most yet published of cheats and hints the most from the that there have been versions of the game, drive, and therefore find that some of work with your car that's the way the blues...

First up, the Levels that everybody's the intro screen **DOWN, LEFT** and a little will tell you right lines. Then and **START** together the Levels Menu ever part of the game.

SUPER S

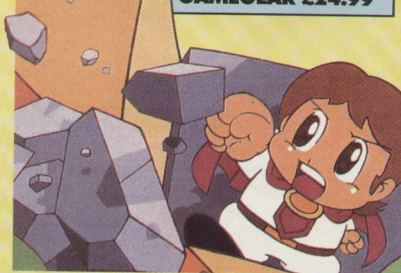
On the intro screen 1. **UP, DOWN, L** 2. **A, C, B, C, A** 3. **UP, DOWN, L** Instead of a score should change it and press **C** to move! While the slow motion and cause it can create **A** and **STAR** Green Hill Zone.



That's it. No more. You've rescued princesses from dragons. You've liberated ladies from wizards. You've even saved sweeties from gangs of post-holocaust mutants. Fame and fortune is yours, and has been since you took up this damsels-in-distress-busting lark. Now all you want to do is sit back, have a nice cup of cocoa and watch some decent telly. Or not.

Not at all, in fact. For there's yet another giggling bint gone and gotten herself kidnapped. Sheesh, do they do it on purpose, just to give you a hard time? This time, the job entails solving block puzzles in order to reach the lassie. After all your escapades, this one should be a piece of Battenburg. You must be joking!

GAMEGEAR £24.99



Unless that's level one completed now only about forty million more levels to go. It's hard being a hero...



Mind games have become standard issue for hand-helds, and this one is definitely a cut above most. Simple and effective, Popils will quickly hook you and provide laughs a plenty if you like twisting your brain into a tangle.

TIM BOONE

OFF YER BLOCK

The object of Poplits is to rescue the princess who has been placed atop a collection of blocks. To get to her, you'll have to destroy the blocks in the correct order by punching them. Well, that's all you have to do in the earlier stages - later levels introduce you to extra obstacles - and boddies!



After the recent spate of high-action arcade jaunts, the Game Gear is settling back down to a slower pace, what with World Class Leader-board and now, the excellent puzzler Poplits. Simple yet very effective, this is the sort of game that suits all hand-helds. Graphics may not be exactly stunning - neither, for that matter, is the sound. But it's the gameplay that counts with a title like this, and Poplits certainly delivers in that department. A must among brain-benders.

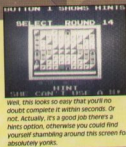
PAUL RAND

GREEN 'N' GHASTLY NASTIES

Further into the game, not only will the puzzles become more challenging, but you'll have to work around nasty green monsters which patrol the screens. Avoidance is the best policy, but on some levels they can be skewered on spikes, if you can work out the route to send them to their doom.

HANDY HINTS

Don't be fooled into thinking that Poplits is a cinch - you'll feel a right charlie when you hit some of the more difficult levels and completely foul up about twenty million times. Luckily for people like that, hitting the A button on the plan screen gives the player a handy hint on how to tackle that room.



SCORES ON THE DOORS

After the first ten levels or so, you'll notice that some of the rooms contain doors. Go through one door and you'll emerge out of another, with that exit being blocked for a period of time by a No Entry sign. A fair bit of strategy must be employed when using doors; you could end up on the same level as a monster with no means of escape because the door is closed; or you could emerge directly above a spike - ouch!

LOOK TO THE LADDER

Although at the beginning the only way to get the princess is to bring her to you by gradually lowering the blocks, sometimes you're going to have to go to her, using ladders which have to be correctly positioned by strategic removal of blocks. You can't push or pull the ladders, and if one ends up out of place, the only thing to do is commit suicide and start all over again.



Lumme! Britain's best games may get everywhere, doesn't it? Actually, we just knocked this screen up on the level editor - smart, isn't it.

ONE: As Sonic and of this zone he o-face with three i, such as those at the game. Wait to arrive and start l balls from his trop one quickly r side of the bum-bounds back and i Sonic doesn't the balls, and re-n a ball is left s. Keep on knock-ck onto the Doctor zone with ease!

glass tubes prost times the tube up together, as a set of electric

Dans attempt to try the blue megastar. They stand on the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

GAME BOY

TOP TEN



THE SON OF

Here it is - the most yet published of cheats and hints from the most from the that there have been versions of the game drive, and therefore find that some of work with your or that's the way this goes...

First up, the Levi that everybody's the intro screen **DOWN, LEFT** and the little will tell you right lines. Then and **START** together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. **UP, DOWN, L** 2. **A, C, B, C, A, A** 3. **UP, DOWN, L** Instead of a scroll should change it and press **C** to move lives! While cheating slow motion and cause it can crash the game. Pressing **A** and **START** Green Hill Zone

It's the biggest-selling hand-held in the world. It's creators, Nintendo, have shifted hundreds of thousands of the machines in Britain alone. It's been voted Toy Of The Year. What is it? Game Boy, of course! In the second of our four-part rundown of the top ten carts on hand-held, FRANK O'CONNOR checks out the hotshots on the most popular little wonder around.

PARODIUS

This is Konami's masterpiece and, for my money, the best Game Boy game ever. It's basically a special comedy version of the arcade hit Nemesis. The game plays in much the same way, it's a horizontally scrolling shooter, but all the sprites and backgrounds are very cute! Some of them are actually a bit soucy too, so don't buy it if you're easily shocked. The graphics are spectacular, brilliantly drawn and wonderfully fluid. Music is spot on, wacky remixes of the original arcade music, but best of all are the stunning and-of-level baddies. Huge, comical and very difficult to beat. This is a brilliant title and if you don't have it, get it!



CHOPFLIFTER 2

Dan Gorlin made a bit of a name for himself with the original Chopflifter which he programmed on the now crusty Apple home computer. The game was a smash hit, featuring hostage rescuing antics and two-way scrolling. This updated version uses the same theme, but with enhanced graphics and extra weapons to collect. It's simple, addictive and pretty to look at. One of the best shooters on the Game Boy and a must for Chopflifter fans.

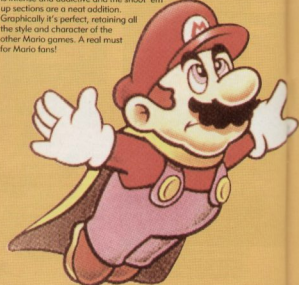


BATTLETOADS

The Battletoads are here to give the Ninja Turtles a run for their money. This game is brought to you by those geniuses at Rare and is a brilliant demonstration of what the Game Boy can do. The graphics are sharp and detailed, the music is superb and the gameplay incredible. A huge title, with tons of scrolling levels to punch, jump and shoot your way through. Probably the best looking Game Boy game so far!

SUPER MARIOLAND

This is the fourth instalment of the Mario Bros series and is basically a remix of the first game, with different levels and a couple of smart bonus screens. The platform action is intense and addictive and the shoot 'em up sections are a neat addition. Graphically it's perfect, retaining all the style and character of the other Mario games. A real must for Mario fans!



TETRIS

Of course! The game that comes free with the Game Boy, so we don't have to tell you how good it is. The block-shifting reflex jigsaw puzzle from Russia is one of the most addictive games ever and the Game Boy version is perfect. It plays better and faster than all the home computer versions and it never gets boring. You need air, water and food and now you need Tetris!



GAME BOY

TENNIS

This version of Tennis has been around for yonks. Nintendo first released it on their VS arcade system about nine years ago and the simple gameplay and cute graphics made it an instant hit! The game uses the standard top/down perspective and with two players linked it's an absolute joy. One of the best tennis sims ever and a darn fine game to boot!

BATMAN

The Caped Crusader makes his debut on the Game Boy and very smart it is too. It plays kind of like Super Marioland, but with a bit of violence slung in for good measure. The graphics are detailed and work well on the small screen and the game just oozes playability. There are plenty of levels to play through and it's a fairly long-lasting challenge. Snap it up!



SUPER KICK OFF

Kick Off is the undisputed king of soccer sims and this Game Boy version is a tribute to the excellence of that game. All the features are there; the team selection, the aftertouch and the free-flowing ball movement. The screen is a bit small and fiddly, but it's an otherwise brilliant conversion. Totally playable and with a two-player link it's unbeatable.



TERMINATOR 2

This game needs no introduction but I think I'll give it one anyway. Acclaim's massive license turned out to be a real beauty. The scrolling platform action and brilliantly atmospheric graphics all add up to a fine conversion. Very different to the NES version this is platforms and violence all the way. Some of the challenges you'll face on your way to the final confrontation will have you drooling. The T1000 shows up every now and then just to make life difficult and Arnie fans will flip for this.



MARBLE MADNESS

Atari's coin-op broke new ground in both graphics and game design when it was released in the mid-eighties. The Game Boy conversion is a treat and probably the best of the lot. The game is perfectly suited to the mono Game Boy and the graphics are superb. Smooth scrolling and hardly any screen blur are the order of the day as you make your way through the progressively wackier world. The enemies are tough and the time limit tougher. A must-have for fans of the coin-op.

ONE: As Sonic id of this zone he o-face with three i, such as those ut the game. Wait l arrive and start l balls from his drops one quickly r side of the bum- bounds back and y Sonic doesn't f the balls, and re- en a ball is left s. Keep on knock- ck onto the Doctor -zone with ease!

glass tubes pro- ght times the tube y up together, as a set of electric

balls attempt to fly the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

YOU TOO COULD HAVE A T'SHIRT LIKE OURS



With Winter upon us we thought it high time you got an official Mean Machines T-shirt. You might freeze yer rollocks off but you'll look even cooler in one of these.

Only available by responding to this ad, the official Ltd Edition Mean Machines T shirt is available in adult sizes Ex large, large and medium.

Send cheques or postal orders (no cash) for £5.99 (inc p+p) to Mr. Mean Machines T-shirt Offer, PC Wise, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan. CF48 4DR.

Please send me _____ fab T-shirt(s) to:

Name _____

Address _____

Tel. _____

Cheque ☐ Postal Order ☐ (enclosed)

For the amount of: _____

Size (please tick) ☐ Ex Large ☐ Large ☐ Medium ☐

Allow up to 28 days delivery

THE SON GAME GU

Here it is - the most yet published of cheats and hints, the most from the that there have been versions of the game drive, and therefore find that some of work with your copy that's the way the blues...

First up, the Levels that everybody's the intro screen DOWN, LEFT or tinkle will tell you right lines. Then and START together the Levels Menu ever part of the game.

SUPER S

On the intro screen 1. UP, DOWN, L 2. A, C, B, C, A, 3. UP, DOWN, L. Instead of a score should change it and press C to n lives! While che slow motion and cause it can cras ing A and STAR Green Hill Zone

SONIC
THE HEDGEHOG

DIAL - AN - AD NUMBER 0 8 3 9 5 0 0 8 4 8

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

GAMEGEAR FOR SALE with 8 brilliant games, a bargain at only £150! If interested, call Kenny on 0489 581488.

GAMEBOY PLUS 5 GAMES inc WWF, MarioLand and Double Dragon. Also magnifier and Caseboy £120 may consider part exchange for Megadrive games or swap Gamegear and money for Super Famicom. Tel: 0202 895182

TO SWAP- WWF ON GAMEBOY for CHESSMASTER on the Gameboy, call Mark on 0743 32242 after 6pm.

WANTED. GAMEBOY. Will pay up to £55 must have at least 2 games. Contact Mick on 091253 2807 after 6pm

FOR SALE BART SIMPSON Gameboy game, never played. Bought for £25. But will sell for £20. Call 071 237 2104

FOR SALE P.C Engine GT in very good condition price £147 also 19 games nearly all 90% or more. Price £12 each. Please contact Dominic on 071 823 9582.

CALLING ALL NINTENDO NUTTERS 1 will swap my games with boxes and instructions for either Shake, Rattle and Roll or Solo jet man or other titles. Tel: 0526 746295

GAMEBOY FOR SALE- 10 GAMES inc Castlevania, FI Racing and Navy Seals worth over £300 but will sell for £200 also includes case, light and magnifier. Boxed. Ring Lee on 081519 7267

LYNX 2 WITH NINJA GAMES and Viking Child, mains adapter. For £125 Please Phone 081300 5044 2 GAMEGEAR

GAMES FOR SALE, £12 each or £20 for both. Phone Matt on 0872 803373

ATARI LYNX FOR SALE, mint condition. Fully boxed with receipt, still under warranty. With 3 games £110 tel: 071 228 4978 SEGA

GAMEGEAR FOR SALE power supply, Gear to Gear cable, Carrier bag inc. Donald Duck and Outrun Games Tel: 0382 580469

AMSTRAD CPC464 GR-N SCREEN Monitor with Modulator and a selection of games £35 tel: 0815331859

THE MICROSELLS cont.

WANTED GAMEBOY. Will pay up to £50 Please phone 0438 315884

FOR SALE SEGA Mastersystem inc 2 control pads a gun and 9 games for £100 one or will swap for Atari Lynx with games. Please call Michael on 0909 771129

FOR SALE ATARI ST inc £400 worth of games, mouse and 2 joysticks will sell for £270 one contact Gary on 0526 746434

MEGADRIVE JAPANESE POWER VERSION with 7 games inc Monaco Grand Prix will swap for Famicom with games or sell for £200 call Jamie on 0733 237626

SUPER FAMICOM plus 2 pads Mario 4, U.N. Squadron and Super Ghouls and Ghosts £170 one tel: Peter 071 622 7424 after 4pm

FOR SALE N.E.S. WITH 6 GAMES, 2 joypads and joystick all for £160! tel: 0222 750662 and ask for Luke

WANTED GAMEGEAR GAMES will pay £15 call Matthew on 061440 0879

WANTED INSTRUCTIONS AND BOX for Fantasy Sword on the Master system £2.4 Phone Steven after 4pm on 0642 475394

COMMODORE 64 with games e.g. Robocop, Batman, 1942 and Bubble Bobble. Joysticks and magazines included £110 one or 0742 350300 and ask for David.

GAMEBOY FOR SALE WITH 4 games. Everything boxed. Including WWF, Super MarioLand, Spiderman and Tetris. £85.00, contact 081200 6091. Exc.

Condition. GAMEBOY FOR SALE with 4 games. Inc Tetris and Spiderman etc. Will sell for £95 or swap for Atari Lynx. Only 2 months old. Great value for money.

PLEASE call 0742 890596 and ask for the gameboy owner.

GAMEBOY IN MINT CONDITION. Will sell for £90 or swap for a Lynx Games included are Tetris, Tetris and Spiderman. Tel: 0742 890596

HAS ANYONE GOT ANY GAMEBOY INSTRUCTIONS FOR THESE GAMES. That they would sell for £1.50 each? Balloon Kid, Data pinball, Spiderman, Gargolis

Quest or Tetris also 4 player adapter for under £7. Phone Mark on 0223 811259 between 6-9pm.

THE MICROSELLS cont.

GAMEBOY PLUS 5 GAMES includes, Mario, plus Turtles, 2 player link up lead. Will sell for £120 one. Call 0707 327922. Ask for Leo and phone after 5pm. Also inc Carrycase.

14 AMIGIA GAMES FOR SALE including Thunderhawk, Powermonger. Data disc. Lotus 2, Wings and Pansa Kickboxing.

Worth over £300. But will sell for £150. Call Jamie on 0733 237626. Buyer collect.

GAMEGEAR PLUS 1 GAME, £65 one. For more information, Please call Duncan on 0256 818550

WANTED GAMEBOY. With a few games. Will pay up to £85. Phone 091 2532807 and ask for Mickey.

SWAP! Boxed GAMEBOY, 2 player lead, Stereo Headphones. Hard carrycase. Plus games inc. Tetris and Castlevania in Excellent Condition. Will swap for Gamegear Tel: 081 759 3761

FOR SALE GAMEBOY FOR £80 With 4 games, Chopflifer 2, Battletoids. Call Tom on 0628 70388

GAMEBOY GAMES FOR SALE all boxed. Have got golf, Skate and Die, Dragons lair, Battletoids, Mega man, The Simpsons and Nebasis. Phone Howard on 0462 91684314

SEGA GAMEGEAR WITH TV Tuner. AC Adapter and 3 games. Worth £315 but will sell for £215. Tel: 0257 277337 and ask for Paul.

ATARI LYNX WITH 4 GAMES. Powerpack, Earphones. Carrycase. Games include Roadblasters and California games. Swap 5 or 6

Megadrive games or sell for £150. **SWAP MY BOXED GAMEBOY** with leads etc. Hard carrycase. 2 games, Tetris and Castlevania. Plus a Gameboy book worth £10. For a Gamegear Boxed and in Good cond. Call 081759 3761

VOI GAMEBOY FIDDLERS. I Have the most fun game for the Gameboy. Chopflifer 2. Boxed with instructions. Excellent value. Ring for Details £25 Great buy. call Mark on 091581 6774

ONE: As Sonic is of this zone he o-face with three i, such as those at the game. Wait to arrive and start balls from his rops are quickly r side of the bum-bounds back and Sonic doesn't the balls, and re-n a ball is left s. Keep on knock k onto the Doctor zone with ease!

glass tubes pro-
t up together, as
a set of electric
balls attempt to try the tube megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

PREVIEWS



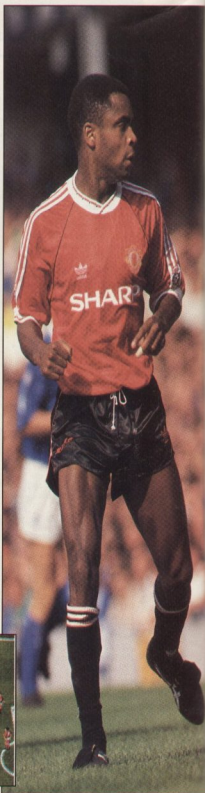
MANCHESTER UNITED EUROPE

With the FA Cup Final and European Championships coming our way next month, the whole country's going football crazy again! Lynx owners especially are in for a soccer sensation - not only are they getting World Class Soccer (previewed in **Go!** 5) - they'll also be treated to a conversion of the hit Amiga footy sim, Manchester United Europe!

When it was released on Commodore's machine, Man Utd Europe sat at the top of the charts and refused to go away for weeks and weeks. Krissalis, who are programming and marketing the Lynx version, are hoping that the same happens with the game on the titchy Atari cracker. A horizontal scroller, everyone's fave teams are there to be beaten, and features include corners and throw-ins via cross-hairs, penalty spot-kicks and a host of other soccer stuff.

One feature which has found its way onto Manchester Utd Europe is one which fans of that giant among footy games, Kick Off 2, will recognise - aftertouch. Aftertouch is the ability to bend the ball, allowing for some spectacular goals! Looks like Lynx fans could be in for a treat when Manchester United Europe is released in a couple of months - of course, we'll come up trumps with a spiffing **Go!** Review to tell you if it's worth shelling out the dough, Brian.

LYNX PRICE - TBA



THE SONIC GAME GU

Here it is - the mayest published of cheats and hints the most from that there have been versions of the game drive, and therefore find that some of work with your own that's the way the bles.

First up, the Levels that everybody's the intro screen **DOWN, LEFT** and right lines. Then and **START** together the Levels Menu ever part of the

SUPER S

On the intro screen
1. UP, DOWN, L
2. A, C, B, C, A
3. UP, DOWN, L
Instead of a score should change it and press C to n lives! While cheer slow motion and cause it can cras ing A and STAR Green Hill Zone.



PENGO

Another old favourite is making the long, arduous trek over to the Game Gear in the coming weeks. Remember Pengo? Well, it's undergone a bit of a name change and will be appearing on Sega's portable plaything in two shakes of a dog's things! The revised title is Pengo, but other than that, the game is the same as it has been for years.

The player controls a penguin, surprisingly enough, around a series of mazes inhabited by monsters. To complete each maze, the nasties must all be destroyed, by pushing the blocks, which make up the passages, onto the creatures to crush them.

The original Pengo was, and still is, a firm favourite among the **GO!** boys, but will they go cock-a-hoop over the Game Gear version? There'll be that all-important **GO!** Review in the next issue, so you'll find out then, won't you!

**GAME GEAR
PRICE - TBA**

THE BLUES BROTHERS

They're blue! They're brothers! They're the Blues Brothers! Well okay, so perhaps they aren't blue, but they most definitely brothers. Jake and Elwood Blues are their names, and they're on a mission from God. At least, they were in the cult movie - now they're collecting records on Game Boy!

Publishers Titus have taken the basic storyline of the film and turned it into a fast-paced platform romp in which the Blues Brothers pick up discs-a-plenty to take them to the next level. The game first saw the light of day on the Amiga and was met with a fair smattering of praise. The Game Boy version looks to be coming along nicely and should include most of the features present in the original. Due for release in the summer, here's a couple of screenshots to keep you going until that **GO!** Review wings its way to these pages!

GAME BOY PRICE - TBA

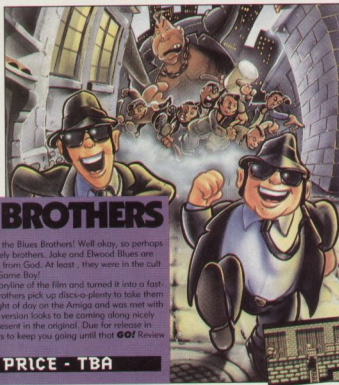


GRADIUS - INTERSTELLAR ASSAULT

It's generally recognised that Konami's Gradius coin-op helped forge the shoot 'em up genre that we know and love today. It must have - that one game spawned a string of follow-ups, including the brilliant spoof, Parodius. The original conversion has been around on Game Boy for quite a while, but now there's a whole new Gradius challenge available!

Gradius - Interstellar Assault is quite unique among Konami's shoot 'em ups in that it has never appeared on any other format - not even arcade - being an unofficial sequel of their original classic. The basic gameplay is similar to Gradius, but with five brand new levels populated with never-before-seen monsters. A massive two-meg cart, there are all sorts of extra features such as a Practice Galaxy where novice players can test their skills, new power-ups and much, much more! An almost-complete copy of the game is sitting in the **GO!** offices, and we can hardly keep our hands off it! Find out if we feel the same about the finished version when we review it next month.

GAME BOY PRICE - TBA



DNE: As Sonic d of this zone he o-face with three i, such as those ut the game. Wait to arrive and start J balls from his drops one quickly r side of the bum-bounds back and a Sonic doesn't f the balls, and re-n a ball is left is. Keep on knock sk onto the Doctor zone with ease!

I glass tubes prot g times the tube g up together, as a set of electric

ains attempt to try the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

PREVIEWS

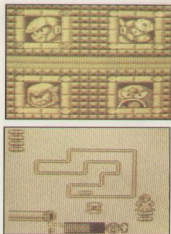
THE AMAZING SPIDERMAN

Coming soon to a Game Gear near you is none other than the old web-slinger himself! Spiderman has already been a smash-hit on consoles; now it's the turn of the Game Gear to get the Spidey treatment.

The lunatic megalomaniac Kingpin has planted bombs all over the city and put the blame on Spidey. The task is two-fold; find and defuse the devices and clear your name. A fairly simple solution, you may think - not when the full quota of Spiderman's enemies join forces against him!

The Amazing Spiderman will be similar in style to the Master System version, which is no bad thing. You'll get to do battle against some of the most evil super-villains ever to grace a comic book or computer screen - from Doctor Octopus to Venom and worse! We'll be reviewing the exploits of the superhuman arachnoid in one month's time - join us, will you not?

GAME GEAR PRICE - TBA



MEGA MAN II

Mega Man is back! On Game Boy! The futuristic freedom fighter returns in Mega Man 2, with a new challenge but the same arch-enemy! Dr. Wily has broken into the Chronos Institute and swiped an experimental time machine, the Time Skimmer. Before travelling roughly 37,426 years into the future, he left behind an army of robots to guard the machine. Mega Man's mission is simple - smash the nasties and retrieve the Skimmer, before it's too late!

Mega Man II features nine hard and fast levels of running, jumping, climbing and blasting, as only Mega Man could. The game also stars Mega Man's robotic dog, Rush, who's on hand to assist whenever necessary. Graphics look impressive enough, and from the short play that we've had, the game seems as challenging as you'd want expect. Will the finished article be as mega as the title suggests? Watch and see, in a forthcoming **GO!** Review.

GAME BOY
PRICE - TBA

THE SON OF GAME GEAR

Here it is - the most yet published of cheats and hints, the most from the that there have been versions of the game, drive, and therefore find that some of work with your controller that's the way the blues...

First up, the Levels that everybody's the intro screen **DOWN, LEFT** and **RIGHT** lines. Then and **START** toggle the Levels Menu, ever part of the game.

SUPER S

On the intro screen
1. **UP, DOWN, LEFT**
2. **A, C, B, C, A**
3. **UP, DOWN, LEFT**
Instead of a score should change in and press **C** to lives! While check slow motion and cause it can crash. **A** and **STAR** Green Hill Zone



BASKETBRAWL

You can take your LA Lakers and Boston Celtics and stick 'em where the sun don't shine, according to Atari. Basketbrawl is the latest sports sim to hit the Lynx, and it's looking good. Multiple courts let you play on a variety of surfaces, in one-on-one or two-on-two action, of the highest order. Of course, with a name like Basketbrawl, you'd expect something other than just chucking a ball into a basket. And you won't be disappointed, because the player gets to cause actual bodily harm to the others on the court in lots of ways, from kicking and punching to knife-fights! It's all good clean fun, with the emphasis on fast action and joviality. If the programming's up to scratch, Basketbrawl could be a winner when we review it in a future issue of Britain's best hand-held mag. **GO!**

LYNX PRICE - TBA

NEXT MONTH

HAND-HELD
GO!
VIDEO GAMES

**HURUMPH..HMM
HMM HMMMGO!
MM MMMM!!**

**WHAT HE MEANS
IS YOU'D BE A
LOONY TO MISS IT.**

ONE: As Sonic
and of this zone he
to-face with three
balls, such as those
out the game. Wait
to arrive and start
balls from his
drops one quickly
er side of the bum-
ounds back and
Sonic doesn't
the balls, and re-
hen a ball is left
is. Keep on knock-
ck onto the Doctor
zone with ease!

glass tubes pro-
ght times the tube
up together, as
a set of electric

balls attempt to fly the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR

LICENSED BY
Nintendo

TM

THE LEGEND



ALSO AVAILABLE
Now you can experience the Dragon's Lair phenomenon on the Nintendo Entertainment System! The special U.S. version has been improved and enhanced, and is now available for the first time in the UK!



NEW ON VIDEO!
Experience the legendary dragon slayer in this specially remastered version of the classic adventure game. Includes new bonus material and enhanced graphics. Available on the NES and Game Boy. **Only \$19.95!**
● Includes all the original content
● Outstanding graphics show off your Game Boy to the full
● Huge play area
● Fully "legend" graphics



elite™

Elite Systems Limited,
Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW, England.

THE SON OF THE GAME GU

Here it is - the most yet published of cheats and hints the most from the that there have been versions of the game drive, and therefore find that some of work with your of that's the way this blies...

First up, the Level that everybody's the intro screen **DOWN, LEFT** and a tinkle will tell you right lines. Then and **START** together the Levels Menu ever part of the g

SUPER S

On the intro screen
1. UP, DOWN, L
2. A, C, B, C, A
3. UP, DOWN, L
Instead of a score should change in and press C to n lives! While chee slow motion and cause it can cras A and STAR Green Hill Zone

